

Abstract

An advanced configuration and power management system is described which supports an unload command by identifying those objects that are to be unloaded and, rather than simply attempting to delete the objects, detaches them from the namespace while keeping them in memory in a location accessible by the system. In this way, the system avoids the problem of trying to synchronize accesses to the objects, yet the objects not longer exist in the tree, so namespace collisions are avoided.



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